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Relevance scale      **1 Position statements: A framework for caching multimedia objects in the Internet**

Roy Friedman, Roman Vitenberg

October 2001 **Proceedings of the 2001 international workshop on Multimedia middleware**Full text available:  [pdf\(353.30 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Caching multimedia objects is essential for their successful deployment in the Internet. This paper reviews some of the main issues involved in building such a caching mechanism, and proposes to use CASCADE, a CORBA distributed caching service, as a platform for Internet caching of multimedia objects. In particular, the applicability of CASCADE's model for caching multimedia objects is explored, including issues of consistency, scalability, management, security, and support for partial evacuation ...

**Keywords:** caching, distributed objects, multimedia**2 Mobile Ad Hoc Networks: A cooperative cache architecture in support of caching multimedia objects in MANETs**

W. H. O. Lau, M. Kumar, Svetha Venkatesh

September 2002 **Proceedings of the 5th ACM international workshop on Wireless mobile multimedia**Full text available:  [pdf\(490.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a cooperative caching architecture suitable for continuous media (CM) proxy caching in MANET environments. The proposed scheme introduces an **application manager** component, which is interposed between traditional Internet CM applications and the network layer. The application manager transparently performs data location and service migration of active CM streaming sessions so as to exploit nearby data sources based on the dynamic topology of a MANET. We propose two data ...

**Keywords:** QoS, caching, continuous media streaming, mobile ad-hoc networks, service migration**3 Implementing a caching service a distributed COBRA objects**

Gregory V. Chockler, Danny Dolev, Roy Friedman, Roman Vitenberg

April 2000 **IFIP/ACM International Conference on Distributed systems platforms**Full text available:  [pdf\(324.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper discusses the implementation of CASCADE, a distributed caching service for CORBA objects. Our caching service is fully CORBA compliant, and supports caching of active objects, which include both data and code. It is specifically designed to operate over the Internet by employing a dynamically built cache hierarchy. The service architecture is highly configurable with regard to a broad spectrum of application parameters. The main benefits of CASCADE are enhanced availability and ser ...

4 Object views: language support for intelligent object caching in parallel and distributed computations 

Ilya Lipkind, Igor Pechtchanski, Vijay Karamcheti

October 1999 **ACM SIGPLAN Notices , Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10

Full text available:  pdf(1.56 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Object-based parallel and distributed applications are becoming increasingly popular, driven by the programmability advantages of component technology and a flat shared-object space. However, the flat shared-object space introduces a performance challenge: applications that rely on the transparent coherent caching of objects achieve high performance only on tightly coupled parallel machines. In distributed environments, the overheads of object caching force application designers to choose o ...

**Keywords:** Java, collaborative applications, distributed objects, object caching, object representation, shared objects, views

5 On caching and prefetching of virtual objects in distributed virtual environments 

Jimmy H. P. Chim, Mark Green, Rynson W. H. Lau, Hong Va Leong, Antonio Si

September 1998 **Proceedings of the sixth ACM international conference on Multimedia**

Full text available:  pdf(1.44 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 On disk caching of Web objects in proxy servers 

Charu G. Aggarwal, Philip S. Yu

January 1997 **Proceedings of the sixth international conference on Information and knowledge management**

Full text available:  pdf(911.21 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Replacement algorithms for object caching 

Saied Hosseini-Khayat

February 1998 **Proceedings of the 1998 ACM symposium on Applied Computing**

Full text available:  pdf(724.03 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** Web caching, generalized caching, network caching, object caching, replacement algorithm

8 A case for caching file objects inside internetworks 

Peter B. Danzig, Richard S. Hall, Michael F. Schwartz

October 1993 **ACM SIGCOMM Computer Communication Review , Conference**

**pr ceedings n C mmunicati ns architectures, pr t c ls and applicati ns, Volume 23 Issue 4**

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**9 Applicative caching: Programmer control of object sharing and lifetime in distributed implementations of applicative languages**

Robert M. Keller, M. Ronan Sleep

April 1974 **ACM SIGPLAN Notices , Proceedings of the 1981 conference on Functional programming languages and computer architecture**, Volume 9 Issue 4

Full text available:  [pdf\(871.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The “referential transparency” of applicative language expressions demands that all occurrences of an expression in a given context yield the same value. In principle, that value therefore needs to be computed only once. However, in recursive programming, a context usually unfolds dynamically, precluding textual recognition of multiple occurrences, so that such occurrences are recomputed. To remedy the lack, in applicative languages, of an ability to store ...

**10 A persistent rescheduled-page cache for low overhead object code compatibility in VLIW architectures**

Thomas M. Conte, Sumedh W. Sathaye, Sanjeev Banerjia

December 1996 **Proceedings of the 29th annual ACM/IEEE international symposium on Microarchitecture**

Full text available:   [pdf\(1.22 MB\)](#) [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Object-code compatibility between processor generations is an open issue for VLIW architectures. A potential solution is a technique termed dynamic rescheduling, which performs run-time software rescheduling at the first-time page faults. The time required for rescheduling the pages constitutes a large portion of the overhead of this method. A disk caching scheme that uses a persistent rescheduled-page cache (PRC) is presented. The scheme reduces the overhead associated with dynamic rescheduling ...

**Keywords:** LRU replacement, VLIW architectures, cache storage, disk caching scheme, dynamic rescheduling, first-time page faults, high-overhead programs, low overhead object code compatibility, operating system support, overhead-based replacement, page replacement policies, persistent rescheduled-page cache, program executions, program performance, run-time software rescheduling, simulations

**11 A survey of Web cache replacement strategies**

Stefan Podlipnig, Laszlo Böszörmenyi

December 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 4

Full text available:  [pdf\(193.37 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Web caching is an important technique to scale the Internet. One important performance factor of Web caches is the replacement strategy. Due to specific characteristics of the World Wide Web, there exist a huge number of proposals for cache replacement. This article proposes a classification for these proposals that subsumes prior classifications. Using this classification, different proposals and their advantages and disadvantages are described. Furthermore, the article discusses the importance ...

**Keywords:** Web caching, replacement strategies

**12 Compiler optimizations for power, performance: Tracking object life cycle for leakage energy optimization**

G. Chen, N. Vijaykrishnan, M. Kandemir, M. J. Irwin, M. Wolczko

October 2003 **Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis**

Full text available: [pdf\(304.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The focus of this work is on utilizing the state of objects during their lifespan in optimizing the leakage energy consumed in the data caches when executing embedded Java applications. Our analysis reveals that a major portion of the leakage energy is actually wasted in retaining the objects beyond their last use. In order to eliminate this wastage, we investigate three approaches that use the garbage collector, escape analysis and last use analysis for reducing leakage energy. Finally, we trac ...

**Keywords:** Java, cache, leakage energy

**13 Data caching issues in an information retrieval system**

Rafael Alonso, Daniel Barbara, Hector Garcia-Molina

September 1990 **ACM Transactions on Database Systems (TODS)**, Volume 15 Issue 3

Full text available: [pdf\(2.11 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Currently, a variety of information retrieval systems are available to potential users.... While in many cases these systems are accessed from personal computers, typically no advantage is taken of the computing resources of those machines (such as local processing and storage). In this paper we explore the possibility of using the user's local storage capabilities to cache data at the user's site. This would improve the response time of user queries albeit at the cost of incurring t ...

**Keywords:** cache coherency, data sharing, information retrieval systems

**14 CDNs and caching: Scalable techniques for memory-efficient CDN simulations**

Purushottam Kulkarni, Prashant Shenoy, Weibo Gong

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available: [pdf\(238.28 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Since CDN simulations are known to be highly memory-intensive, in this paper, we argue the need for reducing the memory requirements of such simulations. We propose a novel memory-efficient data structure that stores cache state for a small subset of popular objects accurately and uses approximations for storing the state for the remaining objects. Since popular objects receive a large fraction of the requests while less frequently accessed objects consume much of the memory space, this approach ...

**Keywords:** approximate data structures, content distribution networks, simulation, web proxy cache

**15 CDNs and caching: Evaluating a new approach to strong web cache consistency with snapshots of collected content**

Mikhail Mikhailov, Craig E. Wills

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available: [pdf\(115.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The problem of Web cache consistency continues to be an important one. Current Web caches use heuristic-based policies for determining the freshness of cached objects, often forcing content providers to unnecessarily mark their content as uncacheable simply to retain control over it. Server-driven invalidation has been proposed as a mechanism for providing strong cache consistency for Web objects, but it requires servers to maintain per-client state even for infrequently changing objects. We pro ...

**Keywords:** cache consistency, change characteristics, collected content, object composition, object relationships, server invalidation, web caching

**16 Consistency and replication: Evaluation of edge caching/offloading for dynamic content delivery**

Chun Yuan, Yu Chen, Zheng Zhang

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available:  [pdf\(161.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As dynamic content becomes increasingly dominant, it becomes an important research topic as how the edge resources such as client-side proxies, which are otherwise underutilized for such content, can be put into use. However, it is unclear what will be the best strategy and the design/deployment tradeoffs lie therein. In this paper, using one representative e-commerce benchmark, we report our experience of an extensive investigation of different offloading and caching options. Our results point ...

**Keywords:** dynamic content, edge caching, offloading

**17 Content management: Adaptive and lazy segmentation based proxy caching for streaming media delivery**

Songqing Chen, Bo Shen, Susie Wee, Xiaodong Zhang

June 2003 **Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video**

Full text available:  [pdf\(250.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Streaming media objects are often cached in segments. Previous segment-based caching strategies cache segments with constant or exponentially increasing lengths and typically favor caching the beginning segments of media objects. However, these strategies typically do not consider the fact that most accesses are targeted toward a few popular objects. In this paper, we argue that neither the use of a predefined segment length nor the favorable caching of the beginning segments is the best caching ...

**Keywords:** lazy segmentation, proxy caching, streaming media delivery

**18 Context-based prefetch – an optimization for implementing objects on relations**

Philip A. Bernstein, Shankar Pal, David Shutt

December 2000 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 9 Issue 3

Full text available:  [pdf\(142.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

When implementing persistent objects on a relational database, a major performance issue is prefetching data to minimize the number of round-trips to the database. This is especially hard with navigational applications, since future accesses are unpredictable. We propose the use of the context in which an object is loaded as a predictor of future accesses, where a context can be a stored collection of relationships, a query result, or a complex object.

When an object O's state is loaded, similar ...

**Keywords:** Caching, Object-oriented database, Object-relational mapping, Prefetch

**19 Poster session: A new cache replacement algorithm for the integration of web caching and prefetching** 

Cheng-Yue Chang, Ming-Syan Chen

November 2002 **Proceedings of the eleventh international conference on Information and knowledge management**

Full text available:  [pdf\(265.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Web caching and Web prefetching are two important techniques to reduce the noticeable response time perceived by users. Note that by integrating Web caching and Web prefetching, these two techniques can complement each other since Web caching technique exploits the temporal locality whereas Web prefetching technique utilizes the spatial locality of Web objects. However, without circumspect design, the integration of these two techniques might cause significant performance degradation to each other ...

**Keywords:** caching, prefetching, web proxy

**20 BuddyCache: high-performance object storage for collaborative strong-consistency applications in a WAN** 

Magnus E. Bjornsson, Liuba Shrira

November 2002 **ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 37 Issue 11

Full text available:  [pdf\(269.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Collaborative applications provide a shared work environment for groups of networked clients collaborating on a common task. They require strong consistency for shared persistent data and efficient access to fine-grained objects. These properties are difficult to provide in wide area networks because of high network latency. *BuddyCache* is a new transactional caching approach that improves the latency of access to shared persistent objects for collaborative strong-consistency applications i ...

**Keywords:** cooperative caching, fault-tolerance, fine-grain sharing, object storage systems, transactions, wide-area network

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Relevance scale **1 Using objects in shared memory for C++ application**

Lenny Hon

October 1994 **Proceedings of the 1994 conference of the Centre for Advanced Studies on Collaborative research**Full text available:  [pdf\(34.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a design for instantiating C++ objects in shared memory to facilitate communication between processes of an application. Issues related to static data members and virtual function tables of the C++ classes of these shared objects are discussed. To protect the data integrity of the shared objects, concurrency control is needed to synchronize their invocation by multiple threads of execution. A scheme for adding concurrency control to shared objects is presented that enables an ...

**2 Virtual memory and backing storage management in multiprocessor operating systems using object-oriented design techniques**

V. F. Russo, R. H. Campbell

September 1989 **ACM SIGPLAN Notices, Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10Full text available:  [pdf\(1.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Choices operating system architecture [3, 4, 15] uses class hierarchies and object-oriented programming to facilitate the construction of customized operating systems for shared memory and networked multiprocessors. The software is being used in the Tapestry Parallel Computing Laboratory at the University of Illinois to study the performance of algorithms, mechanisms, and policies for parallel systems. This paper describes the architectural design and class hierarchy of ...

**3 Persistent memory: a storage architecture for object-oriented database systems**

Satish M. Thatte

September 1986 **Proceedings on the 1986 international workshop on Object-oriented database systems**Full text available:  [pdf\(1.13 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Object-oriented databases are needed to support database objects with a wide variety of types and structures. A persistent memory system provides a storage architecture for long-term, reliable retention of objects with rich types and structures in the virtual memory itself. It is based on a uniform memory abstraction, which eliminates the distinction between

transient objects (data structures) and persistent objects (files and databases), and therefore, allows the same set of powerful and f ...

#### 4 Virtual memory on a narrow machine for an object-oriented language

Ted Kaehler

June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 21 Issue 11

Full text available:  pdf(1.66 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

LOOM (Large Object-Oriented Memory) is a virtual memory implemented in software that supports the Smalltalk-80™ programming language and environment on the Xerox Dorado computer. LOOM provides 8 billion bytes of secondary memory address space and is specifically designed to run on computers with a narrow word size (16-bit wide words). All storage is viewed as objects that contain fields. Objects may have an average size as small as 10 fields. LOOM swaps objects between primary and s ...

#### 5 Problem-oriented object memory: customizing consistency

Anders Kristensen, Colin Low

October 1995 **ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications**, Volume 30 Issue 10

Full text available:  pdf(1.58 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents the notion of problem-oriented object memory, and its realization in a distributed object-based programming system, *Penumbra*. This system allows location transparent object invocation, object migration and caching. Its distinguishing feature, however, is its support for problem-oriented object sharing. Problem-oriented object memory is an object model that allows exploitation of application specific semantics by relaxing strict consistency in favour of performance. Our w ...

#### 6 Distributed shared memory with versioned objects

Michael J. Feeley, Henry M. Levy

October 1992 **ACM SIGPLAN Notices , conference proceedings on Object-oriented programming systems, languages, and applications**, Volume 27 Issue 10

Full text available:  pdf(1.78 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 7 Exposing Memory Access Regularities Using Object-Relative Memory Profiling

Qiang Wu, Artem Pyatakov, Alexey Spiridonov, Easwaran Raman, Douglas W. Clark, David I. August

March 2004 **Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization**

Full text available:  pdf(227.72 KB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Memory profiling is the process of characterizing a program's memory behavior by observing and recording its response to specific inputsets. Relevant aspects of the program's memory behavior may then be used to guide memory optimizations in an aggressively optimizing compiler. In general, memory access behavior has eluded meaningful characterization because of confounding artifacts from memory allocators, linker data layout, and OS memory management. Since these artifacts may change from run to run, m ...

#### 8 Static grouping of small objects to enhance performance of a paged virtual memory

James W. Stamos

May 1984 **ACM Transactions on Computer Systems (TOCS)**, Volume 2 Issue 2

Full text available:  pdf(1.79 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** Smalltalk, initial placement, object-oriented, paging, programming restructuring, reference trace compression, static grouping, virtual memory

9 Protection traps and alternatives for memory management of an object-oriented language 

Antony L. Hosking, J. Eliot B. Moss

December 1993 **ACM SIGOPS Operating Systems Review, Proceedings of the fourteenth ACM symposium on Operating systems principles**, Volume 27 Issue 5Full text available:  pdf(1.48 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many operating systems allow user programs to specify the protection level (inaccessible, read-only, read-write) of pages in their virtual memory address space, and to handle any protection violations that may occur. Such page-protection techniques have been exploited by several user-level algorithms for applications including generational garbage collection and persistent stores. Unfortunately, modern hardware has made efficient handling of page protection faults more difficult. Moreover, page- ...

10 Tracking: Adaptive object tracking using bayesian network and memory 

Hang-Bong Kang, Sang-Hyun Cho

October 2004 **Proceedings of the ACM 2nd international workshop on Video surveillance & sensor networks**Full text available:  pdf(671.57 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents an adaptive object tracking method that integrates the cues from color likelihood and edge likelihood, and that adapts itself to abrupt appearance changing objects. We use a Bayesian network based multi-modal fusion method of color and edge information. To handle the cases of sudden appearance changes, occlusion, disappearance and reappearance of tracked objects, a memory model is also introduced. The proposed tracker has the following characteristics. First, multiple moda ...

**Keywords:** adaptive object tracking, bayesian networks, short-term memory

11 A shared, segmented memory system for an object-oriented database 

Mark F. Hornick, Stanley B. Zdonik

January 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 1Full text available:  pdf(2.05 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper describes the basic data model of an object-oriented database and the basic architecture of the system implementing it. In particular, a secondary storage segmentation scheme and a transaction-processing scheme are discussed. The segmentation scheme allows for arbitrary clustering of objects, including duplicates. The transaction scheme allows for many different sharing protocols ranging from those that enforce serializability to those that are nonserializable and require communi ...

12 Objects: The DiSOM distributed shared object memory 

Paulo Guedes, Miguel Castro, Nuno Neves

September 1994 **Pr ceedings f the 6th w rksh p n ACM SIGOPS Eur pean w rksh p: Matching perating systems t applicati n needs**

Full text available:  pdf(237.84 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

DiSOM is a software-based distributed shared memory system for a multicomputer composed of heterogeneous nodes connected by a high-speed, low latency network [Guedes 93]. The current prototype comprises a Sun SPARCCenter 2000 with 10 processors and several SPARCStation 10, i486 PC and Dec Alpha, connected by ATM and Ethernet. Programs in DiSOM are written using a shared-memory multiprocessor model where synchronization objects are explicitly associated with data items. Programs are composed of a ...

**13 Window real objects: a distributed shared memory for distributed implementation of GUI applications** 

Noboru Koshizuka, Ken Sakamura

December 1993 **Proceedings of the 6th annual ACM symposium on User interface software and technology**

Full text available:  pdf(1.31 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** BTRON, distributed shared memory, graphical user interface, multiuser interface, parallel programming, window system

**14 Session 1: Safe memory reclamation for dynamic lock-free objects using atomic reads and writes** 

Maged M. Michael

July 2002 **Proceedings of the twenty-first annual symposium on Principles of distributed computing**

Full text available:  pdf(1.13 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

A major obstacle to the wide use of lock-free data structures, despite their many performance and reliability advantages, is the absence of a practical lock-free method for reclaiming the memory of dynamic nodes removed from dynamic lock-free objects for arbitrary reuse. The only prior lock-free memory reclamation method depends on the DCAS atomic primitive, which is not supported on any current processor architecture. Other memory management methods are blocking, require special operating system ...

**15 Object-oriented memory management in DEVSIM++** 

Young C. Kim, Kyung S. Ham, Tag G. Kim

December 1993 **Proceedings of the 25th conference on Winter simulation**

Full text available:  pdf(361.65 KB) Additional Information: [full citation](#), [references](#)

**16 Automated data-member layout of heap objects to improve memory-hierarchy performance** 

Thomas Kistler, Michael Franz

May 2000 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 22 Issue 3

Full text available:  pdf(220.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We present and evaluate a simple, yet efficient optimization technique that improves memory-hierarchy performance for pointer-centric applications by up to 24% and reduces cache misses by up to 35%. This is achieved by selecting an improved ordering for the data members of pointer-based data structures. Our optimization is applicable to all type-safe programming languages that completely abstract from physical storage layout; examples of such languages are Java and Oberon. Our technique doe ...

**Keywords:** dynamic optimization, dynmaic data structures, memory-hierarchy optimization

**17 Using objects to manage in-memory data intensive expert systems**

Steven Marney, Mamdouh Ibrahim

October 1995 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings of the 10th annual conference on Object-oriented programming systems, languages, and applications (Addendum)**, Volume 6 Issue 4

Full text available:  [pdf\(591.30 KB\)](#) Additional Information: [full citation](#)



**18 Conservative garbage collection for general memory allocators**

Gustavo Rodriguez-Rivera

October 2000 **ACM SIGPLAN Notices , Proceedings of the 2nd international symposium on Memory management**, Volume 36 Issue 1

Full text available:  [pdf\(829.20 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)



This paper explains a technique that integrates conservative garbage collection on top of general memory allocators. This is possible by using two data structures named malloc-tables and jump-tables that are computed at garbage collection time to map pointers to beginning of objects and their sizes. This paper describes malloc-tables and jump-tables, an implementation of a malloc/jump-table based conservative garbage collector for Doug Lea's memory allocator, and experimental results that com ...

**Keywords:** automatic memory management, conservative garbage collection, memory allocation

**19 A generalized object display processor architecture**

Samuel M. Goldwasser

January 1984 **ACM SIGARCH Computer Architecture News , Proceedings of the 11th annual international symposium on Computer architecture**, Volume 12 Issue 3

Full text available:  [pdf\(974.42 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



A multiprocessor architecture has been developed which addresses the problem of the display and manipulation of multiple shaded three dimensional objects derived from emperical data on a raster scan CRT. Fully general control of such parameters as position, size, orientation, rotation, tone scale, and shading are accomplished at video rates permitting real-time interaction with the display presentation. The GODPA architecture is based on a large number of relatively simple proces ...

**20 Paging on an object-oriented personal computer**

Ricki Blau

August 1983 **Proceedings of the 1983 ACM SIGMETRICS conference on Measurement and modeling of computer systems**

Full text available:  [pdf\(884.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



A high-performance personal computing environment must avoid perceptible pauses resulting from many page faults within a short period of time. Our performance goals for a paged virtual memory system for the Smalltalk-80TM@@@; programming environment are both to decrease the average page fault rate and to minimize the pauses caused by clusters of page faults. We have applied program restructuring techniques to the Smalltalk-80 object memory in order to improve the local ...

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Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [next](#)Relevance scale **1 Performance of cache coherence in stackable filing**

J. Heidemann, G. Popk

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5Full text available:  [pdf\(2.00 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**2 Middleware object query processing with deferred updates and autonomous sources**

Jerry Kiernan, Michael J. Carey

October 2000 **ACM SIGPLAN Notices , Proceedings of the 15th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 35 Issue 10Full text available:  [pdf\(214.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a query processing algorithm called DECAF for use in middleware object query systems that are based on the use of an object cache. The DECAF algorithm is designed to work correctly even in the presence of updates to the underlying databases that don't go through the object cache (i.e., even for autonomous data sources that can be updated through legacy applications that do not perform their updates through the middleware object layer). DECAF's query results are consistent with ...

**Keywords:** DBMS, cache, middleware, object-oriented, query**3 Cache consistency and concurrency control in a client/server DBMS architecture**

Yongdong Wang, Lawrence A. Rowe

April 1991 **ACM SIGMOD Record , Proceedings of the 1991 ACM SIGMOD international conference on Management of data**, Volume 20 Issue 2Full text available:  [pdf\(1.06 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**4 On adaptive caching in mobile databases**

Hong V. Leong, Antonio Si

April 1997 **Proceedings of the 1997 ACM symposium on Applied computing**Full text available:  [pdf\(873.16 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** cache replacement, data caching, mobile databases, query processing

5 Energy-efficient selective cache invalidation

Jun Cai, Kian-Lee Tan  
December 1999 **Wireless Networks**, Volume 5 Issue 6

Full text available:  [pdf\(201.67 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



6 Problem-oriented object memory: customizing consistency

Anders Kristensen, Colin Low  
October 1995 **ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications**, Volume 30 Issue 10

Full text available:  [pdf\(1.58 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



This paper presents the notion of problem-oriented object memory, and its realization in a distributed object-based programming system, *Penumbra*. This system allows location transparent object invocation, object migration and caching. Its distinguishing feature, however, is its support for problem-oriented object sharing. Problem-oriented object memory is an object model that allows exploitation of application specific semantics by relaxing strict consistency in favour of performance. Our w ...

7 High speed on-line backup when using logical log operations

David B. Lomet  
May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data**, Volume 29 Issue 2

Full text available:  [pdf\(220.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Media recovery protects a database from failures of the stable medium by maintaining an extra copy of the database, called the backup, and a media recovery log. When a failure occurs, the database is "restored" from the backup, and the media recovery log is used to roll forward the database to the desired time, usually the current time. Backup must be both fast and "on-line", i.e. concurrent with on-going update activity. Conventional online backup sequentially copies ...

8 Disconnected operation in the Coda file system

James J. Kistler, M. Satyanarayanan  
September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles**, Volume 25 Issue 5

Full text available:  [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



*Disconnected operation* is a mode of operation that enables a client to continue accessing critical data during temporary failures of a shared data repository. An important, though not exclusive, application of disconnected operation is in supporting portable computers. In this paper, we show that disconnected operation is feasible, efficient and usable by describing its design and implementation in the Coda File System. The central idea behind our work is that *caching of data*, now ...

9 Extending a database system with procedures



Michael Stonebraker, Jeff Anton, Eric Hanson

September 1987 **ACM Transactions on Database Systems (TODS)**, Volume 12 Issue 3

Full text available:  [pdf\(2.15 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper suggests that more powerful database systems (DBMS) can be built by supporting database procedures as full-fledged database objects. In particular, allowing fields of a database to be a collection of queries in the query language of the system is shown to allow the natural expression of complex data relationships. Moreover, many of the features present in object-oriented systems and semantic data models can be supported by this facility. In order to implement this cons ...

#### 10 Exploiting weak connectivity for mobile file access

L. B. Mumment, M. R. Ebling, M. Satyanarayanan

December 1995 **ACM SIGOPS Operating Systems Review, Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

Full text available:  [pdf\(1.49 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



#### 11 Executing Java threads in parallel in a distributed-memory environment

Mark W. MacBeth, Keith A. McGuigan, Philip J. Hatcher

November 1998 **Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(194.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present the design and initial implementation of Hyperion, an environment for the high-performance execution of Java programs. Hyperion supports high performance by utilizing a Java-bytecode-to-C translator and by supporting parallel execution via the distribution of Java threads across the multiple processors of a cluster of Linux machines. The Hyperion run-time system implements the Java memory model using an efficient communication substrate previously developed for Linux and Fast Ethernet ...

#### 12 Logical logging to extend recovery to new domains

David Lomet, Mark Tuttle

June 1999 **ACM SIGMOD Record, Proceedings of the 1999 ACM SIGMOD international conference on Management of data**, Volume 28 Issue 2

Full text available:  [pdf\(1.65 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recovery can be extended to new domains at reduced logging cost by exploiting "logical" log operations. During recovery, a logical log operation may read data values from any recoverable object, not solely from values on the log or from the updated object. Hence, we needn't log these values, a substantial saving. In [8], we developed a redo recovery theory that deals with general log operations and proved that the stable database remains recoverable when it is explained in terms ...

#### 13 On rules, procedure, caching and views in data base systems

Michael Stonebraker, Anant Jhingran, Jeffrey Goh, Spyros Potamianos

May 1990 **ACM SIGMOD Record, Proceedings of the 1990 ACM SIGMOD international conference on Management of data**, Volume 19 Issue 2

Full text available:  [pdf\(1.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper demonstrates that a simple rule system can be constructed that supports a more powerful view system than available in current commercial systems. Not only can views be specified by using rules but also special semantics for resolving ambiguous view updates are

simply additional rules. Moreover, procedural data types as proposed in POSTGRES are also efficiently simulated by the same rules system. Lastly, caching of the action part of certain rules is a possible performance enhance ...

#### 14 Hybrid scheduling for parallel rendering using coherent ray tasks

Erik Reinhard, Alan Chalmers, Frederik W. Jansen

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**

Full text available:  pdf(529.27 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Parallelising ray tracing with a data parallel approach allows rendering of arbitrarily large models, but the inherent load imbalances may lead to severe inefficiencies. To compensate for the uneven load distribution, demand-driven tasks may be split off and scheduled to processors that are less busy. We propose a hybrid scheduling algorithm which brings tasks and data together according to coherence between rays. The amount of demand-driven versus data-parallel tasks is a function of the c ...

**Keywords:** hybrid scheduling, parallel computing, ray tracing

#### 15 A shared object hierarchy

Lawrence A. Rowe

September 1986 **Proceedings on the 1986 international workshop on Object-oriented database systems**

Full text available:  pdf(776.48 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the design and proposed implementation of a shared object hierarchy. The object hierarchy is stored in a relational database and objects referenced by an application program are cached in the program's address space. The paper describes the database representation for the object hierarchy and the use of POSTGRES, a next-generation relational database management system, to implement object referencing efficiently. The shared object hierarchy system will be used to implem ...

#### 16 A predicate-based caching scheme for client-server database architectures

Arthur M. Keller, Julie Basu

January 1996 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 5 Issue 1

Full text available:  pdf(162.80 KB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We propose a new client-side data-caching scheme for relational databases with a central server and multiple clients. Data are loaded into each client cache based on queries executed on the central database at the server. These queries are used to form predicates that describe the cache contents. A subsequent query at the client may be satisfied in its local cache if we can determine that the query result is entirely contained in the cache. This issue is called *cache completeness*. A separ ...

**Keywords:** Cache completeness, Cache currency, Caching, Multiple clients, Relational databases

#### 17 PCLOS: a critical review

A. Paepcke

September 1989 **ACM SIGPLAN Notices, Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10

Full text available:

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

[!\[\]\(cb81769881af651ccb735a5045b47375\_img.jpg\) pdf\(1.52 MB\)](#)[terms](#)

This paper uses the persistent object system PCLOS to survey some problems and benefits of object persistence. The system is analyzed along several relevant dimensions. PCLOS provides object persistence for an object-oriented language. The insights gained on desirable and detrimental components of the system are presented. The intent is to outline some of the expected and unexpected problems encountered in the construction of support for object persistence.

**18 Transparent disconnected operation for fault-tolerance** 

James Jay Kistler, M. Satyanarayanan

September 1990 **Proceedings of the 4th workshop on ACM SIGOPS European workshop**

Full text available: [!\[\]\(2b0f02b4a70afa75816b328a8d32ffe7\_img.jpg\) pdf\(257.88 KB\)](#) Additional Information: [full citation](#), [references](#)

**19 Organization of invalidation reports for energy-efficient cache invalidation in mobile environments** 

Kian-Lee Tan

June 2001 **Mobile Networks and Applications**, Volume 6 Issue 3

Full text available: [!\[\]\(9563e6845e9460f02a8b96af0592b0be\_img.jpg\) pdf\(190.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In a wireless environment, mobile clients often cache frequently accessed data to reduce contention on the limited wireless bandwidth. However, it is difficult for clients to ascertain the validity of their cache content because of their frequent disconnection. One promising cache invalidation approach is the Bit-Sequences scheme that organizes invalidation reports as a set of binary bit sequences with an associated set of timestamps. The report is periodically broadcast by ...

**Keywords:** access time, bit-sequences, cache invalidation, disconnection, energy consumption, mobile computing

**20 An analysis of dag-consistent distributed shared-memory algorithms** 

Robert D. Blumofe, Matteo Frigo, Christopher F. Joerg, Charles E. Leiserson, Keith H. Randall June 1996 **Proceedings of the eighth annual ACM symposium on Parallel algorithms and architectures**

Full text available: [!\[\]\(7bc6f9cdb9e101d1aad2c1e88d0164fc\_img.jpg\) pdf\(1.76 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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Relevance scale **1 Ace: a language for parallel programming with customizable protocols**

Mukund Raghavachari, Anne Rogers

August 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 3Full text available:  [pdf\(297.50 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Customizing the protocols that manage accesses to different data structures within an application can improve the performance of software shared-memory programs substantially. Existing systems for using customizable protocols are hard to use directly because the mechanisms they provide for manipulating protocols are low-level ones. This article is an in-depth study of the issues involved in providing language support for application-specific protocols. We describe the design and implementat ...

**Keywords:** parallel processing**2 Applying an information gathering architecture to Netfind: a white pages tool for a changing and growing Internet**

Michael F. Schwartz, Calton Pu

October 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 5Full text available:  [pdf\(1.71 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)**3 Efficient replicated method invocation in Java**

Jason Maassen, Thilo Kielmann, Henri E. Bal

June 2000 **Proceedings of the ACM 2000 conference on Java Grande**Full text available:  [pdf\(958.64 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**4 Client-server computing in mobile environments**

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2Full text available:  [pdf\(233.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have

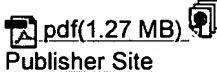
engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

**Keywords:** application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

## **5 Compilation and run-time systems: DELI: a new run-time control point**

Giuseppe Desoli, Nikolay Mateev, Evelyn Duesterwald, Paolo Faraboschi, Joseph A. Fisher  
November 2002 **Proceedings of the 35th annual ACM/IEEE international symposium on Microarchitecture**

Full text available:



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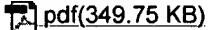
The Dynamic Execution Layer Interface (DELI) offers the following unique capability: it provides fine-grain control over the execution of programs, by allowing its clients to observe and optionally manipulate every single instruction---at run time---just before it runs. DELI accomplishes this by opening up an interface to the layer between the execution of software and hardware. To avoid the slowdown, DELI caches a private copy of the executed code and always runs out of its own private cache. In ...

## **6 A global object name space for the Intel hypercube**

W. L. Bain

January 1988 **Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1**

Full text available:



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Intel iPSC and iPSC®/2 concurrent computer systems provide the processing power and memory to solve very large parallel programming problems. However, their distributed memory and large grain process model complicate the implementation of object oriented programs. As part of the Interwork II Concurrent Programming Toolkit, software facilities have been constructed for the management of a large number of objects (up to  $2^{**32}$ ) in a global object name space. ...

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**1 Executing Java threads in parallel in a distributed-memory environment**   
Mark W. MacBeth, Keith A. McGuigan, Philip J. Hatcher  
November 1998 **Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research**  
Full text available:  pdf(194.63 KB)      Additional Information: full citation, abstract, references, citings, index terms  
We present the design and initial implementation of Hyperion, an environment for the high-performance execution of Java programs. Hyperion supports high performance by utilizing a Java-bytecode-to-C translator and by supporting parallel execution via the distribution of Java threads across the multiple processors of a cluster of Linux machines. The Hyperion run-time system implements the Java memory model using an efficient communication substrate previously developed for Linux and Fast Ethernet ...

**2 Eraser: a dynamic data race detector for multi-threaded programs**   
Stefan Savage, Michael Burrows, Greg Nelson, Patrick Sobalvarro, Thomas Anderson  
October 1997 **ACM SIGOPS Operating Systems Review, Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5  
Full text available:  pdf(1.51 MB)      Additional Information: full citation, references, citings, index terms

**3 Object views: language support for intelligent object caching in parallel and distributed computations**   
Ilya Lipkind, Igor Pechtchanski, Vijay Karamcheti  
October 1999 **ACM SIGPLAN Notices, Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10  
Full text available:  pdf(1.56 MB)      Additional Information: full citation, abstract, references, citings, index terms  
Object-based parallel and distributed applications are becoming increasingly popular, driven by the programmability advantages of component technology and a flat shared-object space. However, the flat shared-object space introduces a performance challenge: applications that rely on the transparent coherent caching of objects achieve high performance only on tightly coupled parallel machines. In distributed environments, the overheads of object caching force application designers to choose o ...

**Keywords:** Java, collaborative applications, distributed objects, object caching, object

representation, shared objects, views

4 **Eraser: a dynamic data race detector for multithreaded programs**

Stefan Savage, Michael Burrows, Greg Nelson, Patrick Sobalvarro, Thomas Anderson  
November 1997 **ACM Transactions on Computer Systems (TOCS)**, Volume 15 Issue 4

Full text available:  [pdf\(136.04 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Multithreaded programming is difficult and error prone. It is easy to make a mistake in synchronization that produces a data race, yet it can be extremely hard to locate this mistake during debugging. This article describes a new tool, called Eraser, for dynamically detecting data races in lock-based multithreaded programs. Eraser uses binary rewriting techniques to monitor every shared-memory reference and verify that consistent locking behavior is observed. We present several case studies ...

**Keywords:** binary code modification, multithreaded programming, race detection

5 **An analysis of dag-consistent distributed shared-memory algorithms**

Robert D. Blumofe, Matteo Frigo, Christopher F. Joerg, Charles E. Leiserson, Keith H. Randall  
June 1996 **Proceedings of the eighth annual ACM symposium on Parallel algorithms and architectures**

Full text available:  [pdf\(1.76 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 **Efficient Java RMI for parallel programming**

November 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,  
Volume 23 Issue 6

Full text available:  [pdf\(352.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Java offers interesting opportunities for parallel computing. In particular, Java Remote Method Invocation (RMI) provides a flexible kind of remote procedure call (RPC) that supports polymorphism. Sun's RMI implementation achieves this kind of flexibility at the cost of a major runtime overhead. The goal of this article is to show that RMI can be implemented efficiently, while still supporting polymorphism and allowing interoperability with Java Virtual Machines (JVMs). We study a new approach f ...

**Keywords:** Communication, performance, remote method invocation

7 **COOL: kernel support for object-oriented environments**

Sabine Habert, Laurence Mosseri  
September 1990 **ACM SIGPLAN Notices , Proceedings of the European conference on object-oriented programming on Object-oriented programming systems, languages, and applications**, Volume 25 Issue 10

Full text available:  [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Chorus Object-Oriented Layer (COOL) is an extension of the facilities provided by the Chorus distributed operating system with additional functionality for the support of object-oriented environments. This functionality is realized by a layer built on top of the Chorus V3 Nucleus, which extends the Chorus interface with generic functions for object management: creation, deletion, storage, remote invocation and migration. One major goal of this approach was to explore the feasibility of ...

**8 Enabling Java for high-performance computing**

Thilo Kielmann, Philip Hatcher, Luc Bougé, Henri E. Bal  
October 2001 **C mmunicati ns f the ACM**, Volume 44 Issue 10

Full text available: [pdf\(195.02 KB\)](#)  
[html\(35.91 KB\)](#)

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**9 Problem-oriented object memory: customizing consistency**

Anders Kristensen, Colin Low  
October 1995 **ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications**, Volume 30 Issue 10

Full text available: [pdf\(1.58 MB\)](#)

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This paper presents the notion of problem-oriented object memory, and its realization in a distributed object-based programming system, *Penumbra*. This system allows location transparent object invocation, object migration and caching. Its distinguishing feature, however, is its support for problem-oriented object sharing. Problem-oriented object memory is an object model that allows exploitation of application specific semantics by relaxing strict consistency in favour of performance. Our w ...

**10 Concurrent garbage collection using hardware-assisted profiling**

Timothy H. Heil, James E. Smith  
October 2000 **ACM SIGPLAN Notices , Proceedings of the 2nd international symposium on Memory management**, Volume 36 Issue 1

Full text available: [pdf\(1.74 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)



In the presence of on-chip multithreading, a Virtual Machine (VM) implementation can readily take advantage of *service threads* for enhancing performance by performing tasks such as profile collection and analysis, dynamic optimization, and garbage collection concurrently with program execution. In this context, a hardware-assisted profiling mechanism is proposed. The *Relational Profiling Architecture* (RPA) is designed from the top down. RPA is based on a relational model similar ...

**11 Efficient replicated method invocation in Java**

Jason Maassen, Thilo Kielmann, Henri E. Bal  
June 2000 **Proceedings of the ACM 2000 conference on Java Grande**

Full text available: [pdf\(958.64 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**12 Formalizing the safety of Java, the Java virtual machine, and Java card**

Pieter H. Hartel, Luc Moreau  
December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Full text available: [pdf\(442.86 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



We review the existing literature on Java safety, emphasizing formal approaches, and the impact of Java safety on small footprint devices such as smartcards. The conclusion is that although a lot of good work has been done, a more concerted effort is needed to build a coherent set of machine-readable formal models of the whole of Java and its implementation. This is a formidable task but we believe it is essential to build trust in Java safety, and thence to achieve ITSEC level 6 or Common Crite ...

**Keywords:** Common criteria, programming

**13 Obtaining sequential efficiency for concurrent object-oriented languages**

John Plevyak, Xingbin Zhang, Andrew A. Chien

January 1995 **Pr ceedings f the 22nd ACM SIGPLAN-SIGACT symposium on Principles of programming languages**

Full text available:  pdf(1.09 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Concurrent object-oriented programming (COOP) languages focus the abstraction and encapsulation power of abstract data types on the problem of concurrency control. In particular, pure fine-grained concurrent object-oriented languages (as opposed to hybrid or data parallel) provides the programmer with a simple, uniform, and flexible model while exposing maximum concurrency. While such languages promise to greatly reduce the complexity of large-scale concurrent programming, the popularity of ...

**14 The duality of memory and communication in the implementation of a multiprocessor operating system**

M. Young, A. Tevanian, R. Rashid, D. Golub, J. Eppinger

November 1987 **ACM SIGOPS Operating Systems Review , Proceedings of the eleventh ACM Symposium on Operating systems principles**, Volume 21 Issue 5

Full text available:  pdf(1.26 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mach is a multiprocessor operating system being implemented at Carnegie-Mellon University. An important component of the Mach design is the use of memory objects which can be managed either by the kernel or by user programs through a message interface. This feature allows applications such as transaction management systems to participate in decisions regarding secondary storage management and page replacement. This paper explores the goals, design and implementation of Mach and it ...

**15 Multi-resolution model transmission in distributed virtual environments**

Jimmy H. P. Chim, Rynson W. H. Lau, Antonio Si, Hong Va Leong, Danny To, Mark Green, Miu Ling Lam

November 1998 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:  pdf(2.48 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**16 Rover: a toolkit for mobile information access**

A. D. Joseph, A. F. de Lespinasse, J. A. Tauber, D. K. Gifford, M. F. Kaashoek

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

Full text available:  pdf(2.18 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**17 Reworking the RPC paradigm for mobile clients**

Ajay V. Bakre, B. R. Badrinath

December 1996 **M obile Netw orks and Applications**, Volume 1 Issue 4

Full text available:  pdf(326.54 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Remote Procedure Call (RPC) is a popular paradigm for designing distributed applications. The existing RPC implementations, however, do not allow special treatment of mobile hosts

and wireless links; which can be a cause of degraded performance and service disruptions in the presence of disconnections, moves and wireless errors. In addition, future information oriented and location aware mobile applications will also need the ability to dynamically bind mobile clients to local information se ...

**18 Performance issues of enterprise level web proxies** □

Carlos Maltzahn, Kathy J. Richardson, Dirk Grunwald

June 1997 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 25 Issue 1

Full text available: [!\[\]\(2bff93d2a2b6d2c342bab197caa20ae2\_img.jpg\) pdf\(1.75 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Enterprise level web proxies relay world-wide web traffic between private networks and the Internet. They improve security, save network bandwidth, and reduce network latency. While the performance of web proxies has been analyzed based on synthetic workloads, little is known about their performance on real workloads. In this paper we present a study of two web proxies (CERN and Squid) executing real workloads on Digital's Palo Alto Gateway. We demonstrate that the simple CERN proxy architecture ...

**19 Generic virtual memory management for operating system kernels** □

E. Abrossimov, M. Rozier, M. Shapiro

November 1989 **ACM SIGOPS Operating Systems Review , Proceedings of the twelfth ACM symposium on Operating systems principles**, Volume 23 Issue 5

Full text available: [!\[\]\(847172ace9f417f0ef2d71cc34021152\_img.jpg\) pdf\(1.44 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We discuss the rationale and design of a Generic Memory management Interface, for a family of scalable operating systems. It consists of a general interface for managing virtual memory, independently of the underlying hardware architecture (e.g. paged versus segmented memory), and independently of the operating system kernel in which it is to be integrated. In particular, this interface provides abstractions for support of a single, consistent cache for both mapped objects and explicit I/O, ...

**20 Shoring up persistent applications** □

Michael J. Carey, David J. DeWitt, Michael J. Franklin, Nancy E. Hall, Mark L. McAuliffe, Jeffrey F. Naughton, Daniel T. Schuh, Marvin H. Solomon, C. K. Tan, Odysseas G. Tsatalos, Seth J. White, Michael J. Zwilling

May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data**, Volume 23 Issue 2

Full text available: [!\[\]\(32e690f510c20c9b52ef5257096d66a5\_img.jpg\) pdf\(1.40 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

SHORE (Scalable Heterogeneous Object REpository) is a persistent object system under development at the University of Wisconsin. SHORE represents a merger of object-oriented database and file system technologies. In this paper we give the goals and motivation for SHORE, and describe how SHORE provides features of both technologies. We also describe some novel aspects of the SHORE architecture, including a symmetric peer-to-peer server architecture, server customization through an extensible ...

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John Colter, Netscape Navigator

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1. [PKT message, Re: \[gang8\] Privatized SS and the Market -Correction](#) ... Security. Previous by **thread: Privatized SS and the Market** ... [archives.econ.utah.edu/archives/pkt/2001m08/msg00086.htm](http://archives.econ.utah.edu/archives/pkt/2001m08/msg00086.htm) - 9k - [Cached](#) - [More from this site](#)
2. [PKT message, Re: \[lwsid1\] Productivity](#) ... Previous by **thread: Productivity**. Next by **thread: Privatized SS and the Market** ... [archives.econ.utah.edu/archives/pkt/2001m08/msg00091.htm](http://archives.econ.utah.edu/archives/pkt/2001m08/msg00091.htm) - 8k - [Cached](#) - [More from this site](#)
3. [590 KLBJ Forums - Search Results](#) War & Politics. Mischa LeChatte. 20. 139. War & Politics. Mischa LeChatte. 9. 69. War & Politics. Mischa LeChatte. 45. 292. 292. Ask the Webmaster! Mischa LeChatte. 3. 72. War & Politics. Mischa LeChatte. 45. 292. Jeff Ward. Mischa LeChatte. 1 [590klbj.com/forum/search.php?...&action=finduser%26userid=22](http://590klbj.com/forum/search.php?...&action=finduser%26userid=22) - 57k - [Cached](#) - [More from this site](#)

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- **Professional Moving and Storage** Low cost quality service. Free Online quotes via unique resource center. Guides registered moving and Storage company, not brokers.  
[www.moveus.net](http://www.moveus.net)

1. **O'Reilly Network: Cooking with JavaScript & DHTML** 

... // global storage object for type-ahead info, including reset() method var typeAheadInfo = {last:0, accumString ...  
[www.oreillynet.com/pub/a/javascript/2003/09/03/dannygoodman.html](http://www.oreillynet.com/pub/a/javascript/2003/09/03/dannygoodman.html) - 66k - [Cached](#) - [More from this site](#)

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- **Mumps / Cache Object Script Experts** Intersystems Mumps / Caché Certified Expert consulting services with more Certified in Application Development & Systems Management.  
[www.cacheprogrammer.com](http://www.cacheprogrammer.com)

1. **J2EE Cache Object**

In a typical multi-tiered J2EE environment, there are plenty of opportunities to gain speed and scalability by caching data locally in a servlet. ... Here I'll present a simple, abstract **cache object** that you may use in any of these client applications ... turn results into `getValuesAt()` ...  
[www.jlwalkerassociates.com/tools/cachepaper/cache.html](http://www.jlwalkerassociates.com/tools/cachepaper/cache.html) - 18k - Cached - [More from this site](#)

2. **Caching .NET Framework Elements (Building Distributed Applications)**

... threads, you must ensure that the activities of one **thread** do not corrupt information required by another ... AppDomain, or a static variable cache ...  
[msdn.microsoft.com/library/en-us/dnbda/html/CachingArchch4.asp?...](http://msdn.microsoft.com/library/en-us/dnbda/html/CachingArchch4.asp?...) - 44k - Cached - [More from this site](#)

3. **[http://hypermail.linklord.com/new-httdp/att-2985/mod\\_mem\\_cache.21287.patch](http://hypermail.linklord.com/new-httdp/att-2985/mod_mem_cache.21287.patch)**

--- mod\_mem\_cache.1.99.c Fri Dec 12 12:09:49 2003 +++ mod\_mem\_cache.c Fri Dec 12 12:52:08 2003 @@ -352,33 +352,33 >m\_len; obj->cleanup = 1; } - if (sconf->lock...  
[hypermail.linklord.com/new-httdp/att-2985/mod\\_mem\\_cache.21287.patch](http://hypermail.linklord.com/new-httdp/att-2985/mod_mem_cache.21287.patch) - 2k - Cached - [More from this site](#)

4. **<http://www.cs.cmu.edu/afs/cs.cmu.edu/project/gwydion/dylan/src/mindy/interp/func.c>**

... include "mindy.h" #include "gc.h" #include "thread.h" #include "bool.h" #include "list.h" #include ... i < max; i++, arg++, c; while (methods != obj ...  
[cs.cmu.edu/afs/cs.cmu.edu/project/gwydion/.../src/mindy/interp/func.c](http://cs.cmu.edu/afs/cs.cmu.edu/project/gwydion/.../src/mindy/interp/func.c) - 61k - Cached - [More from this site](#)

5. **[http://hypermail.linklord.com/new-httdp/att-2971/mod\\_mem\\_cache.patch](http://hypermail.linklord.com/new-httdp/att-2971/mod_mem_cache.patch)**

... 6 @@ typedef struct { apr\_thread\_mutex\_t \*lock; cache ... lock } { apr\_thread\_mutex\_unlock(sconf->lock); @@ -657,8 +657,8 { mem\_cache\_object\_t \*mobj = (mem ...  
[hypermail.linklord.com/new-httdp/att-2971/mod\\_mem\\_cache.patch](http://hypermail.linklord.com/new-httdp/att-2971/mod_mem_cache.patch) - 3k - Cached - [More from this site](#)

6. **A.C.E. Smart Cache: Speeding Up Data Access**

... 48Messages: 48Messages: 48 Bookmark **thread** Bookmark **thread** Bookmark **thread** Printer friendly Printer friendly Printer friendly **object**. The Cache subscribes to ...  
[www.theserverside.com/patterns/thread.jsp?thread\\_id=10610](http://www.theserverside.com/patterns/thread.jsp?thread_id=10610) - 199k - Cached - [More from this site](#)

7. **Develop a generic caching service to improve performance**

... \* Description: A Generic **Cache Object** wrapper. Implements the Cacheable ... purging expired items. \*/ **Thread** **threadC** **Runnable()** ...  
[www.javaworld.com/javaworld/jw-07-2001/jw-0720-cache.html](http://www.javaworld.com/javaworld/jw-07-2001/jw-0720-cache.html) - [More from this site](#)

8. **Xtreme .NET Talk - Adding to Cache Object NOT WORKING!**

This is a discussion forum powered by vBulletin. To find out about vBulletin, go to <http://www.vbulletin.com/> ... Xtreme .NET Cache Object NOT WORKING! Thread Tools. Search this Thread ... to add an array list to a **cache object** in my WebService.  
[dotnetforums.net/t77788.html](http://dotnetforums.net/t77788.html) - 63k - Cached - [More from this site](#)

9. [.NET 247 : Cached Objects on ASPFriends.com 'aspngcs' list](#) ↗  
... its Cache object is recreated." This states that each cache instance is private to the application, not each. **thread** of ... on ...  
[www.dotnet247.com/247reference/msg/22/114355.aspx](http://www.dotnet247.com/247reference/msg/22/114355.aspx) - 44k - [Cached](#) - [More from this site](#)

10. [ASPN : Python Cookbook : Thread-safe caching object with file and HTTP implementations](#) ↗  
... value=NOT\_INITIALIZED self.\_lock=Lock() class Cache(object): """ An abstract, multi-threaded cache object. """ ... quir (thread-safe caches, pools, etc ...  
[aspn.activestate.com/ASPN/Cookbook/Python/Recipe/302997](http://aspn.activestate.com/ASPN/Cookbook/Python/Recipe/302997) - 49k - [Cached](#) - [More from this site](#)

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**Search Results** Results 1 - 10 of about 77 for **"global variable" privatized** - 0.47 sec. [\(About this page\)](#)

1. [Conversion to MPI](#)

... If a **global variable** is defined before a blocking call, it may be modified by another user-level ... which are on stack) or p through thread-private ...

[charm.cs.uiuc.edu/papers/MilindThesis.www/node61.html](http://charm.cs.uiuc.edu/papers/MilindThesis.www/node61.html) - 10k - [Cached](#) - [More from this site](#)
2. <http://www.class.umd.edu/enee/759c/suif/porky/private.cc>

... **Global Variable Declarations** \*-----\*/ static char \*k\_privatized ... k\_priv >sp; k ...

[www.class.umd.edu/enee/759c/suif/porky/private.cc](http://www.class.umd.edu/enee/759c/suif/porky/private.cc) - 9k - [Cached](#) - [More from this site](#)
3. <http://www.class.umd.edu/enee/759c/parsuif/pgen/task.cc>

... tn, void \*x); // Referenced in class void find\_privatized\_tree(tree\_node \*tn, void \*x); // TaskProc void ... This happens wh into the task procedure ...

[www.class.umd.edu/enee/759c/parsuif/pgen/task.cc](http://www.class.umd.edu/enee/759c/parsuif/pgen/task.cc) - 125k - [Cached](#) - [More from this site](#)
4. [Man page for private\\_prop.1](#)

... prop program propagates information about which globals are **privatized** onto all the procedures in which the private ... c read or written by ...

[cs.cmu.edu/afs/.../15745-f03/public/suif1/html/man\\_private\\_prop.1.html](http://cs.cmu.edu/afs/.../15745-f03/public/suif1/html/man_private_prop.1.html) - 3k - [Cached](#) - [More from this site](#)
5. <http://cvs.gnome.org/viewcvs/%2Acheckout%2A/gtop/ChangeLog?rev=1.200>

... this problem. 2000-08-05 Martin Baulig <baulig@suse.de> \* gtop-procbar.h (GTopProcBar): **Privatized** this structure ... I **global variable** for this ...

[cvs.gnome.org/viewcvs/\\*checkout\\*/gtop/ChangeLog?rev=1.200](http://cvs.gnome.org/viewcvs/*checkout*/gtop/ChangeLog?rev=1.200) - 57k - [Cached](#) - [More from this site](#)
6. <http://cvs.gnome.org/viewcvs/%2Acheckout%2A/gtop/ChangeLog?rev=1.203>

... this problem. 2000-08-05 Martin Baulig <baulig@suse.de> \* gtop-procbar.h (GTopProcBar): **Privatized** this structure ... I **global variable** for this ...

[cvs.gnome.org/viewcvs/\\*checkout\\*/gtop/ChangeLog?rev=1.203](http://cvs.gnome.org/viewcvs/*checkout*/gtop/ChangeLog?rev=1.203) - 58k - [Cached](#) - [More from this site](#)
7. <http://www.megawebhost.com/doc/gtop-1.0.13/ChangeLog>

... this problem. 2000-08-05 Martin Baulig <baulig@suse.de> \* gtop-procbar.h (GTopProcBar): **Privatized** this structure ... I **global variable** for this ...

[www.megawebhost.com/doc/gtop-1.0.13/ChangeLog](http://www.megawebhost.com/doc/gtop-1.0.13/ChangeLog) - 60k - [Cached](#) - [More from this site](#)
8. <http://search.cpan.org/src/OMKELLOGG/CORBA-IDLtree-1.4/CORBA/IDLtree.pm>

# CORBA/IDLtree.pm IDL to symbol tree translator # This module is distributed under the same terms as Perl itself. # Copy

[search.cpan.org/src/OMKELLOGG/CORBA-IDLtree-1.4/CORBA/IDLtree.pm](http://search.cpan.org/src/OMKELLOGG/CORBA-IDLtree-1.4/CORBA/IDLtree.pm) - 115k - [Cached](#) - [More from this site](#)
9. [Adaptive MPI \(PDF\)](#)

... **Global variable** is any variable that is stored at a fixed, preallocated location in ... variables need to be either removed o variables from ...

[charm.cs.uiuc.edu/papers/Ampi2003.pdf](http://charm.cs.uiuc.edu/papers/Ampi2003.pdf) - 475k - [View as html](#) - [More from this site](#)
10. <http://www.cs.rice.edu/~ken/comp515/lectures/Ch11InterproceduralSlides.ppt> (MICROSOFT POWERPOINT)
 

... T in the previous example can be privatized under the following condition ... f) for formal parameter f can contain any global parameters (O(V)) ...

[www.cs.rice.edu/~ken/comp515/lectures/Ch11InterproceduralSlides.ppt](http://www.cs.rice.edu/~ken/comp515/lectures/Ch11InterproceduralSlides.ppt) - 238k - [View as html](#) - [More from this site](#)

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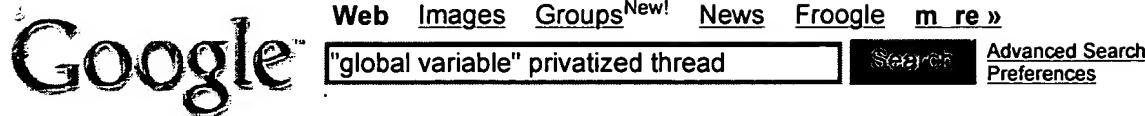
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W b

Results 1 - 10 of about 42 for "global variable" privatized thread. (0.26 seconds)

Conversion to AMPI

... If a **global variable** is defined before a blocking call, it ... which are on stack) or **privatized** (made accessible only through **thread**-private variables ...

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[PDF] Adaptive MPI

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... 1 can have a different value than that of **global variable** ... As discussed in section 3.2, for **thread** safety, global ... need to be either removed or "**privatized**". ...

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... Modifies an extern, static, or **global variable**. ... next\_task tsub(x,y); /\* a third **thread** assigns elements ... induction variable i is manually **privatized** because it ...

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... allows/disallows nested parallelism. If allowed, number of threads used to execute ... can not be **privatized**. Fortran allocatable arrays (and pointers) can ...

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Small Ping Program or Batch file needed.

... 6" application folks are testing for me now here in another **thread**!) \* I can ... a 60 second increment = 1 minute 2.) I have a **privatized global variable** for the ...

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... is accumulated (with synchronization) into the **global variable** ... to the original (non-**privatized**) version of the ... than one concurrent **thread** without synchronization ...

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... If a **global variable** was originally modified during execution, we then **privatized** that variable for each **thread** on a local node. ...

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... Figure 3.1: Example of static ~~gl bal variabl~~ support in a ... So, most variables must be **privatized** in order ... strategy consists in allocating the **thread** stacks in ...

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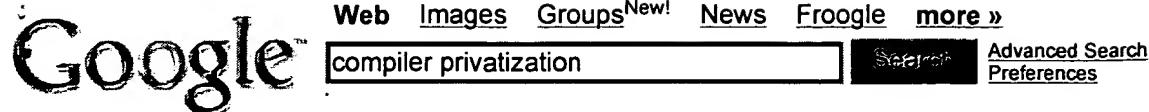
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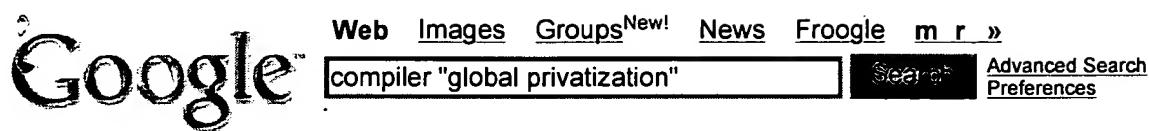
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... Figure 4 gives a comparison between Panorama and FORTRAN **compiler** F77 regarding ... **Global  
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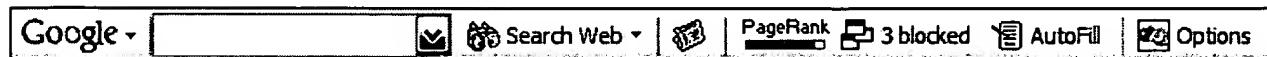
... The **compiler** is Sun's Forte Developer release 7. Fig. ... An additional approach is to  
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